

# BAAX AIRMASTER

Instruction Manual  
for the  
Atari<sup>®</sup> 2600<sup>™</sup>

sweepstakes  
entry  
enclosed

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# **Thank You**

for purchasing BMX Air Master.

Please read this instruction manual carefully so that you can fully enjoy this game.

BMX Air Master is a one or two player game. The main goal is to perform as many tricks and combinations and score as many points as possible. Your attempts for tricks per game are limited so you've got to be good.

There are three different events to the game:

1. Half Pipe
2. Quarter Pipe
3. Ramp Jump and Landing.

# Getting Started

BMX Air Master has 4 modes:

1. Practice standard
2. Practice advanced
3. Arcade standard
4. Arcade advanced

To select the mode, use the **select button** on the console or the **left joystick**. To begin a game, use the **reset button** on the console or the **fire button** on the joystick.

In a 2 player game, use the **right difficulty switch** to choose between using one or two joysticks (only one player may play at one time).

## PRACTICE MODE

If you're going to be great, you've got to practice. This mode allows you to switch and practice events. After you have completed the selected event, the game will reset and allow you to try another event. Press right on the joystick to select an event, then press the **fire button** to start.

## ARCADE MODE

Now it's time to test your skill.

The idea here is to survive through as many events as you can. When your lives are gone, the game is over. In each round after the ramp jump has been completed you will be awarded an extra man. In the next round the difficulty will increase. The number of lives is indicated at the bottom of the screen, L = Lives.

# Game Play

## HALF PIPE

To start the stage press the fire button. Pedal your bike by moving the joystick left and right. You will need to pick up speed fast in order to get into the air.



The bike **cannot** leave the ramp while backwards. Use the **fire button** to turn the bike around. While you're in the air: Try to perform as many tricks as possible (see chart). The time limit is 90 seconds; when time is running out a tone will warn you.

## QUARTER PIPE

This event is similar to the half pipe, but this time you have only 3 attempts. Use the ramp to gain speed and concentrate on a certain trick or combo.



## THE RAMP JUMP

This one's bigger than the fountain at Caesars! You've got three chances to make the jump. Again, the idea is to perform as many aerial tricks as possible for points. 500 bonus points will be awarded by landing on the ramp.



**SCORING:** Points are awarded each time a trick is performed. More points are awarded the first time a trick is performed in each event. Combinations of tricks are possible and bonus points can be earned (see chart).

# Scoring

## COMBINATIONS

	1	2	3	4	5	6	7	8
Loops	720°+	180°	360°	720°+	720°+	0	720°+	720°+
Rotate	Do not	1	3+	Do not	3+	3+	Do not	3+
Flip	Do not	Do not	3+	Do not	3+	3+	Do not	3+
Feel		Must do		Must do		Must do		Must do
Hands	Must do			Must do		Must do	Must do	Must do
Move Forward		Must do		Must do		Must do	Must do	Must do
X-Up	Must do			Must do		Must do		Must do
Bounces				1			3+	3+
Points	1000	1000	1000	1000	1500	2000	2000	2000
Next Time	500	500	500	500	700	1000	1000	1000

(+ = or more)

## TRICK POINTS

	1st	Next time
Loop Backwards	500	20
Loop Forwards	500	20
Rotate	500	100
Flip	500	100
Feel	500	200*
Hands	500	200*

\*Per Second

	1st	Next time
Move Forward	500	200*
X-Up	500	200*
Bounce	200	200
Ramp Joystick Up	500	500
Ramp Joystick Down	500	500
Land on Ramp (Jump Event)	500	500

**Bonus Points:** (Awarded at the end of an event.)

1000 for each combination performed (8 maximum)

100 for each type of trick performed (8 maximum)

# **Hints**

Remember that a safe landing is very important — while in the air, prepare your bike by making sure the wheels land on the ramp and not your head.

When leaving the half or quarter pipe ramp, hold the joystick up or down. This will move your player left or right. By doing this you can actually land on the top of the ramp.

When the first 3 events are completed, round two will begin again with the half pipe. The difficulty will increase.

## **HARDER STAGES**

As difficulty increases you must land on the ramps at the correct angle. Make sure you land correctly.

Also the pedal force and gravity will increase so you must pedal harder to reach the highest areas.

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